



(11) **EP 1 066 867 A2**

(12) **EUROPEAN PATENT APPLICATION**

(43) Date of publication:
 10.01.2001 Bulletin 2001/02

(51) Int Cl.7: **A63F 13/12**

(21) Application number: **00660124.9**

(22) Date of filing: **05.07.2000**

(84) Designated Contracting States:
AT BE CH CY DE DK ES FI FR GB GR IE IT LI LU
MC NL PT SE
 Designated Extension States:
AL LT LV MK RO SI

(72) Inventors:
 • **Zilliacus, Martin**
02700 Kaunialainen (FI)
 • **Rautila, Heikki**
00370 Helsinki (FI)

(30) Priority: **09.07.1999 US 350315**

(74) Representative: **Johansson, Folke Anders**
Nokia Corporation,
P.O. Box 319
00045 Nokia Group (FI)

(71) Applicant: **Nokia Corporation**
02150 Espoo (FI)

(54) **Method and apparatus for playing games between the clients of entities at different locations**

(57) A method and apparatus for playing games between the clients of entities at different locations by linking multiple players together through a network using the users' mobile phones. The method includes connecting a plurality of mobile phones together to a game server through a network for playing a game, setting up a game scenario for each of the plurality of mobile phones and transmitting game signals between the plu-

rality mobile phones across the network. At least two of the plurality of mobile phones are remotely located. The mobile phones connect to the network through a base station. A connection from a mobile phone to the network through a base station is a low power radio frequency connection. The interactive game may be interrupted when a mobile phone receives a call. The interactive game is interrupted only for the mobile phone receiving the call.

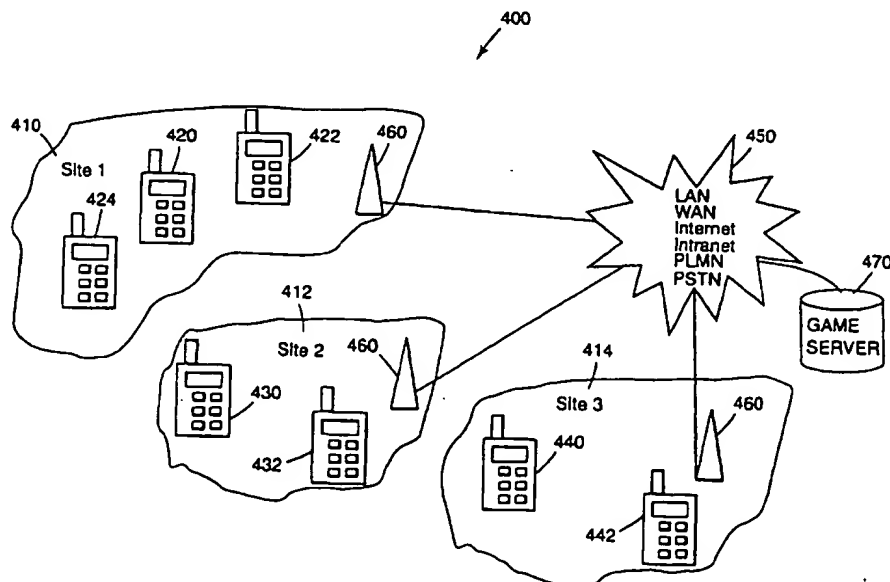


Fig. 4

BEST AVAILABLE COPY

EP 1 066 867 A2

Description

[0001] This invention relates in general to interactive games, and more particularly to a method and apparatus for playing games between the clients of entities at different locations.

[0002] Different operators in different countries, and also within most countries, are maintaining and administering the communications networks. The different national and regional networks are connected to each other. The networks in different countries are connected in order to be able to connect people who are subscribers of relevant networks by means of voice or data connections. The networks are like Plain Old Telephone Service (POTS), Public Switched Telephone Network (PSTN), Integrated Services Digital Network (ISDN), Asymmetric Digital Subscriber Lines (ADSL) or any variant of Digital Subscriber Lines (xDSL), Public Land Mobile Network (PLMN), etc. For example, ISDN subscribers can call conventionally to other subscribers. Further, ISDN subscribers can establish a connection to the Internet with a computer. The above networks provide mainly circuit switched services to the terminals of the subscribers.

[0003] Packet-switched Internet Protocol (IP) networks provide shared, virtual circuit connections between users. Bandwidth is dynamically allocated for improved utilization of network capacity. IP packets are routed to the destination IP address contained within the header of each packet. Packets may travel over separate network paths before arriving at their final destination for reassembly and resequencing. The transmission speed between any two users can change dramatically based on the dynamic number of users sharing the common transmission medium, their bandwidth requirements, the capacity of the transmission medium, and the efficiency of the network routing and design.

[0004] The IP is a network layer protocol that routes data across the Internet. The Internet Protocol was designed to accommodate the use of host and routers built by different vendors, encompass a growing variety of growing network types, enable the network to grow without interrupting servers, and support higher-layer of session and message-oriented services. The IP network layer allows integration of Local Area Network "islands".

[0005] Corporate Local Area Networks (LANs) are connected through routers and links such as T1 lines to the Internet. The personal computers and laptop computers can be connected to the Internet Service Providers (ISPs) via dial up links. The ISPs each having Dynamic Host Configuration Protocol (DHCP) servers that provides users with a temporary IP address to connect to the Internet. These ISPs also have Domain Name Service (DNS) servers, which provide addresses to the users, i.e., they translate domain names into IP addresses. This provides easier recognition based on domain name versus IP addresses. DNS servers point to each other for address resolution. The residential consumer

has an increasing requirement for bandwidth to the home to support access to interactive multimedia services including Internet access. The access is done, for example, by the modem connecting the home computer to the Data Information Provider or Corporate LAN over the PSTN. The data modem uses the existing phone line into the home and phone calls cannot be made while the data modem is in operation. ISDN is deployed over a separate facility and provides for two channels that can be used for data access or for telephone service.

[0006] Wireless mobile communications continues to expand at a rapid pace and will continue to do so for at least the next decade. Over 100 million people were using a mobile service by the end of 1995, and that number is expected to grow to 300 million by the year 2000. Several factors are contributing to the exciting growth in the telecommunications industry. For example, a combination of technology and competition bring more value to consumers. Phones are smaller, lighter, have a longer battery life, and are affordable now for the mass market. Operators are providing excellent voice quality, innovative services, and roaming across the country or world. Most important, mobility is becoming less expensive for people to use. Around the world, as well as in the United States, governments are licensing additional spectrum for new operators to compete with traditional cellular operators.

[0007] One interesting application which relies upon at least some of the above mentioned technologies is interactive gaming. Previously, this interactive gaming has been relegated to users who are hard-core computer enthusiasts. For instance, online gaming required arcane skills belonging only to computer savvy users. However, online gaming has become easier for the more casual user. In fact, online gaming is rapidly becoming one of the most popular activities on the Internet.

[0008] Most important to interactive gaming enthusiast is the ability to connect with other enthusiasts who may be located at remote locations. The convergence of telecommunications and computer technology has led to portable computers being able to connect to the Internet using wireless modems and also to cellular phones, which include computer games.

[0009] However, the mobile phone is more ubiquitous as well as more mobile than portable computers. Further, low power RF technologies are gaining greater interest, which is evidenced by the establishment of the Bluetooth Special Interest Group that is developing standards for low power wireless technologies. Still, gaming enthusiast are not able to connect to others remote locations. Moreover, even if the ability to connect with other gaming enthusiast was provided, there is still the inability to control game parameters, such as the selection and command for game groups, in a single location.

[0010] It can be seen that there is a need for a method and apparatus for playing games between the clients of entities at different locations.

[0011] It can also be seen that there is a need for a method and apparatus for controlling game parameters, such as selection of players in a game group.

[0012] It can also be seen that there is a need for entities to offer low cost services for their customers in order to attract people to their locations.

[0013] It can also be seen that there is a need with mobile phone clients to utilize low cost connections between the mobile phone users.

[0014] One solution for playing games between mobile phone users is disclosed in US 5,618,045, where mobile phones create an ad-hoc, wireless, all-to-all broadcast network by being close to each other and connected over a short range wireless communication.

[0015] To overcome or at least mitigate the limitations in the prior art described above, and to overcome or at least mitigate other limitations that will become apparent upon reading and understanding the present specification, the present invention discloses a method and apparatus for playing games between the clients of entities at different locations.

[0016] The present invention solves the above-described problems by linking multiple players together to a game server through a network using the users' mobile phones, where the game server is connected to the network.

[0017] A method in accordance with the principles of the present invention includes connecting a plurality of mobile phones together to a game server through a network using a transceiver for playing a game, setting up a game scenario for each of the plurality of mobile phones and transmitting game signals between the plurality of mobile phones across the network.

[0018] Other embodiments of a method in accordance with the principles of the invention may include alternative or optional additional aspects. One such aspect of the present invention is that at least two of the plurality of mobile phones are remotely located.

[0019] Another aspect of the present invention is that the network is a local area network, wide area network, the Internet, a PLMN and/or a PSTN.

[0020] Another aspect of the present invention is that the mobile phones connect to the network through a base station.

[0021] Another aspect of the present invention is that a connection from a mobile phone to the network through a base station is a low power radio frequency connection.

[0022] Another aspect of the present invention is that the interactive game is interrupted when a mobile phone receives a call.

[0023] Another aspect of the present invention is that the interactive game is interrupted only for the mobile phone receiving the call.

[0024] Another aspect of the present invention is that the transceiver is a low power RF transceiver.

[0025] Another aspect of the present invention is that the mobile phone includes a first transceiver for cellular

network connections and a second transceiver for low power RF connections.

[0026] Another aspect of the present invention is that the second transceiver provides connection to a LAN.

[0027] These and various other advantages and features of novelty which characterize the invention are pointed out with particularity in the claims annexed hereto and form a part hereof. However, for a better understanding of the invention, its advantages, and the objects obtained by its use, reference should be made to the drawings which form a further part hereof, and to accompanying descriptive matter, in which there are illustrated and described specific examples of an apparatus in accordance with the invention.

[0028] Referring now to the drawings in which like reference numbers represent corresponding parts throughout:

Fig. 1 illustrates one possible embodiment of an advanced communication network;

Fig. 2 illustrates a block diagram of a mobile phone;

Fig. 3 illustrates a block diagram of a Bluetooth transceiver for use with a mobile phone according to the present invention;

Fig. 4 illustrates an interactive game system according to the present invention, wherein a user of a mobile phone or the like may participate in an interactive game with other participants that are located at remote locations;

Fig. 5 is a flow chart of the method for playing games between the clients of entities at different locations;

Fig. 6 is a flow chart illustrating the steps for establishing a game;

Fig. 7 illustrates a game server and associated data collections according to the present invention; and Figs. 8a-j illustrate the playing a game of multiplayer poker between the clients of entities at different locations according to the present invention.

[0029] In the following description of the exemplary embodiment, reference is made to the accompanying drawings which form a part hereof, and in which is shown by way of illustration the specific embodiment in which the invention may be practiced. It is to be understood that other embodiments may be utilized as structural changes may be made without departing from the scope of the present invention.

[0030] The present invention provides a method for playing games between clients of entities at different locations. Mobile terminals are used to link players through a network and to provide the game signaling.

[0031] Fig. 1 illustrates a GSM network 100. Those skilled in the art will recognize that the present invention is not meant to be limited to use with GSM mobile communication systems, but is applicable to other mobile communication systems. However, the present invention will be described herein using GSM as an example.

[0032] Fig. 1 shows schematically a telecommunica-

tions network 100. The network 100 includes a number of base stations (BSs) 112. Each base station 112 has a radio transceiver (not shown) capable of transmitting radio signals to and receiving radio signals from the area of an associated cell 102. By means of these signals, the base station can communicate with the mobile station 110 which may be a mobile station in the associated cell 102. This mobile station 110 includes at least a radio transceiver for cellular networks. Each base station is connected via a base station controller (BSC) 114 to a mobile switching center (MSC) 140. The MSC 140 is linked to the PSTN 170 or to other mobile switching centers (not shown). By means of this system, a user of the mobile station 110 can establish a telephone call or corresponding connection to a destination which can be, for example, a subscriber in the PSTN 170 or another mobile station in the network 100, or even a terminal in a computer network (not shown). The connection from the MSC 140 to packet data networks, like the Internet and X.25 180, can be accomplished through the PSTN 170 or directly from the MSC 140.

[0033] Fig. 2 illustrates a block diagram of a mobile phone 200. The mobile phone includes a keypad 210 for dialing, for controlling menu operation and for entering phone control functions. The mobile phone also includes a display 220. The display 220 may be used to show keypad entries, such as a number to be dialed, number lookup commands, phone setup commands, etc. In addition, the display 220 may be used to display a representation of a game. For example, the phone may include games programmed therein that the user may play while not using the other functions of the phone. A controller 250 processes the user inputs and controls the display 220.

[0034] The mobile phone also includes a transceiver 270 coupled to the controller 250 for transmitting and receiving radio signals. The preferred situation is that the mobile phone 200 has a first transceiver 270 for cellular network connections and a second transceiver 280 for low power RF or local connections. The communication system provides a mechanism by which a user of the mobile phone 200 receives information of games and/or game software broadcast from a remote transceiver (not shown) which without limitation has a short (limited) range. These remote transceivers, either simultaneously or on demand, broadcast information to one or more mobile phones 200. The mobile phones 200 located within the broadcast will receive information, if desired.

[0035] The remote transceivers (not shown) broadcasts information to the mobile phone 200 by means of the low power RF link. The mobile phone 200 receives the broadcast information using the transceiver 280 and stores the broadcast information in the memory 252 of the controller 250.

[0036] Those skilled in the art will recognize that the invention is not meant to be limited to any particular type of transceivers 270, 280. For example the transceivers

270, 280 may be a CDMA transceiver, a GSM transceiver, a TDMA transceiver, a low power RF transceiver, such as a Bluetooth transceiver module, etc. Further, the transceivers 270, 280 may have dual technology capabilities. The preferred solution, however, is to use a Bluetooth transceiver according to which has been proposed in unregulated spectrum such as 2.4 GHz as the low power RF transceiver.

[0037] Fig. 3 illustrates a block diagram of a low power RF module, such as a Bluetooth module 300 for use with a mobile phone according to the present invention as illustrated in Fig. 2. The Bluetooth module 300 includes an interface to the mobile phone 310 and an interface to the RF link 312. An antenna 314 is provided for transmitting and receiving low power RF signals. A CPU 320 is provided for processing signals between the mobile phone interface 310 and the RF link interface 312.

[0038] Fig. 4 illustrates an interactive, multiplayer game system 400 according to the present invention, wherein a user of a mobile phone or the like may participate in an interactive game with other participants that are located at remote locations. In Fig. 4, three sites 410, 412, 414 are illustrated. In site 1 410, three players, represented by mobile phones 420, 422, 424 are positioned. Similarly, two players 430/432, 440/442 are located in site 2 412 and 3 414, respectively. All of the players 420/422/424, 430/432, 440/442 are connected to a network 450. A game server 470 collects all game data which is then provided to all participants. Thus, all of the players 420/422/424, 430/432, 440/442 can play multiplayer, interactive games through the network, even though the players 420/422/424, 430/432, 440/442 are located at three different sites or locations of an entity.

[0039] The players 420/422/424, 430/432, 440/442 use the mobile phones to contact with a network, such as a LAN (Local Area Network), WAN (Wide Area Network) Internet, a public land mobile network (PLMN) or a PSTN. The sites 410, 412, 414 can even be in different cities, states or countries. In addition, mobile phones 420, 422, 424 in a single location, 410, for example may be connected via a wireless network using a low power RF transceiver. A "base station" 460 is coupled to the network 450. The "base station" 460 may be a cellular transceiver and/or a low power RF transceiver. the "base station" 460 is used for broadcasting information of entertainment/excitement within that entity 410. Further, to minimize call charges, users can use a low power RF connection to a "base station" 460 at their site if the "base station" 460 includes a low power RF transceiver. Only one transceiver for broadcasting information of entertainment/excitement within that entity is illustrated in Fig. 4, but it should be understood that there could be more than one transceiver in each site.

[0040] The broadcast information contains identification information, which provides a mobile phone with the ability to access an IP network (LAN). The identification information provides an address of entertainment/ex-

citement available within that entity. The identification of the connection between a mobile phone, e.g. 422, and a remote transceiver, e.g., 460, is sent to the network 450 in order to identify the mobile phone 422 accessing the entertainment/excitement server 470 and when co-operating with the server 470 and with other mobile phones 420, 424, 430, 432, 440, 442 in the multiplayer system 400. The game (or entertainment/excitement) server can be within a corporate LAN.

[0041] The network 450 is connected to operators or Internet Service Providers (ISPs) to the other sites. During a game, the mobile phones 410, 412, 414 may be used for phone calls by interrupting the game. The interactive game is interrupted only for the mobile phone receiving the call.

[0042] Fig. 5 is a flow chart 500 of the method for playing games between the clients of entities at different locations. First, a plurality of mobile phones are connected together through a network for playing a game 510. A game scenario for each of the plurality of mobile phones is setup 520. Then, game signals are transmitted between the plurality mobile phones across the network 530.

[0043] Now referring to both Figs. 4 and 5, it can be seen that mobile phones 420, 422 may be connected with mobile phone 430 in a first game group and mobile phones 440, 442 may be connected with mobile phone 432 and mobile phone 424 in a second game group. In this scenario, all of the mobile phones 420-442 may connect with network 450, while mobile phones 420/440 communicate with mobile phones 422/442 respectively using a low power RF network connection.

[0044] Fig. 6 is a flow chart 600 illustrating the steps for establishing a game. First a inquiry is transmitted by a new player 610. All units capturing the inquiry message may then send a response to the inquiring unit 620. The response includes information about the unit and the host. The new player may then review all of the received information 630. The new player may scroll the services available which are provided at intervals by the game server. Finally, games are established with the gaming data collection in the game server 640.

[0045] Fig. 7 illustrates a game server and associated data collections 700 according to the present invention. In Fig. 7, the game server 700 collects gaming data 710 along with input from players 720, e.g., whether a player wants to play a game. The gaming data includes the players playing a game 740, the two games being offered 742, 744, the identification of free players 746, the grouping of players into games 748 and the high score list 750.

[0046] Figs. 8a-j illustrate the playing a game of multiplayer poker between the clients of entities at different locations according to the present invention. Regardless of how the coupling of the game groups is performed, one of the players must act as a game master for the others, without knowledge of it or at least without being informed of it. For example, when a server is in-

involved, the server acts as the game master.

[0047] The master will form connections between the players and the commands and happenings are found in the right places. The master needs to store the name of the current game, identification and addresses of all players in the current game, any game related information needed by the players (constantly) and game state information for all players participating. Each of the players need to store the name of the current game, identification of the game master and game state information last retrieved from the master.

[0048] With regard to joining the game, player 1 first enters the location. At this point, player 1 if willing to start a game connects with the game server and remains in connection with the server to continuously receive information regarding players who are free to play the game. When player 2 is willing to start the game, player 1 can select player 2 from the list of free players. After all the players joining the game have accepted to join the game, the game begins.

[0049] However, the players may also select to reject the game so that they do not attend the game. The players can get information of the players names, location and other necessary information which might be found interesting and if accepted by the respective player.

[0050] When poker is the game selected, the cards are shuffled and the dealt after acceptance by a group of players, e.g., three players in the present example. Fig. 8a shows the screen 810 indicating the shuffling and dealing of the cards. Player 1 gets five cards face side up 812 as shown in Fig. 8b. Player 2 is dealt five cards 814 as shown in Fig. 8c. Fig. 8c indicates that it is the turn of player 2 816. Player 2 selects to keep cards 1 820, 4 822 and 5 824. Fig. 8d illustrates the dealing of new cards 2 830 and 3 832.

[0051] By this time, the statistics of the first results have been provided to the server. The next step is an option to open wagering. If the players have entered an agreement with the entity, and the government allows gambling, the wagering can begin. Alternatively, the playing is ended by this event. However, the players can, for example, pay some fixed sum to the game entity and inform it that they are interested in betting. Then, for example, the mobile phone user's information, such as age, etc., is controlled by the register of the mobile phone users or other means. After careful inspection, the accepted players can begin betting games and, usually, only bet with a predetermined sum, which is kept low to avoid malpractice. Whether the player's bet is accepted or not depends on the available salvo of the respective player or for some other reasons and is controlled in the server side. It is usually only those players who pay in advance that may wager. It is possible to pay the sums via the entity's cashier which has the connection to the game server close to the start of the game, or it can be paid well in advance. The mobile phone identification is sent to the server for checking the allowance of the user to spend the amount of the wager. Naturally

only a limited amount of money is possible to load to the server.

[0052] Fig. 8e illustrates the wager by player 1 840 and inquires as to other wagers 842. From the wager menu, a player can select options such as wager minimum, raise by X amount, fold, etc. Fig. 8f illustrates the betting has ended 850. If a player wagered the minimum, the hands will be shown to each player. The hand of player 2 860 is illustrated in Fig. 8g having won with four of a kind. Fig. 8h illustrates the hand of player 1 862 and Fig. 8i illustrates the hand of player 3 864. If a player desires to quit in the middle of a game, the player selects "Quit" 870 from the menu. Fig. 8j illustrates the screen after a player has selected "Quit" from the menu 880.

[0053] In summary, when a player comes to a location, such as a restaurant, the player may use a mobile phone to send an inquiry message or to answer the message sent from the base station. The mobile phone may include a low power RF transceiver module, such as a Bluetooth module. In addition, additional low power RF transceiver modules may be geographically dispersed around the location so that all interest gamers may access a game server. The new player may select the low power RF mode separately, or the new player can automatically observe low power RF information. The units that capture the inquiry message from the new player may send a response to the new player. The response contains information about the sending unit and the host. The new player receives the information and identifies which mode is available. The services available from the game server (which are transmitted at intervals) may be scrolled using the mobile phone. The new player then selects the game service: play a game, decline game, wait, etc.

[0054] The foregoing description of the exemplary embodiment of the invention has been presented for the purposes of illustration and description. It is not intended to be exhaustive or to limit the invention to the precise form disclosed. Many modifications and variations are possible in light of the above teaching. It is intended that the scope of the invention be limited not with this detailed description, but rather by the claims appended hereto.

Claims

1. A method for playing games between players at remote locations;

connecting a plurality of mobile phones together to a game server through a network for playing a game, the game server being connected to the network;

setting up a game scenario at the game server for each of the plurality of mobile phones; and transmitting game signals between the plurality mobile phones across the network via the game

server.

2. The method of claim 1, wherein at least two of the plurality of mobile phones are remotely located.
3. The method of claim 1 wherein the network is a local area network.
4. The method of claim 1 wherein the network is a wide area network.
5. The method of claim 1 wherein the network is the Internet.
6. The method of claim 1 wherein the network is a public land mobile network.
7. The method of claim 1 wherein the network is a public switched telephone network.
8. The method of claim 1 wherein the network is a wireless network.
9. The method of claim 1 wherein the mobile phones connect to the network through a base station.
10. The method of claim 9 wherein a connection from a mobile phone to the network through a base station is a low power radio frequency connection.
11. The method of claim 1 wherein the interactive game is interrupted when a mobile phone receives a call.
12. The method of claim 11 wherein the interactive game is interrupted only for the mobile phone receiving the call.
13. The method of claim 1 wherein at least two of the mobile phones are located in a single location, a first mobile phone in the single location communicating with a second mobile phone in the single location using a low power RF transceiver.
14. The method of claim 1 wherein the setting up a game scenario further comprises:

transmitting an inquiry by a new player;
receiving the inquiry at active mobile phones;
transmitting a response by the active units;
reviewing the response and game data collected at the game server; and
establishing a game in accordance with the response and the game data from the game server.

15. A mobile phone, comprising:

a key pad for dialing, for controlling menu op-

- eration and for entering phone control functions;
 a display for showing keypad entries and a game scenario;
 a controller for processing user input and for controlling the display, the controller using a transceiver to connect the mobile phone to a game server through a network for playing an interactive game and transmitting game signals to the game server via the network for reception by the at least one other mobile phone.
16. The mobile phone of claim 15 wherein the controller sets-up a game scenario for the interactive game.
 17. The mobile phone of claim 15 wherein the network is a local area network.
 18. The mobile phone of claim 15 wherein the network is a wide area network.
 19. The mobile phone of claim 15 wherein the network is the Internet.
 20. The mobile phone of claim 15 wherein the network is a public land mobile network.
 21. The mobile phone of claim 15 wherein the network is a public switched telephone network.
 22. The mobile phone of claim 15 wherein the network is a wireless network.
 23. The mobile phone of claim 15 wherein the controller causes the transceiver to connect to the network through a base station.
 24. The mobile phone of claim 23 wherein the transceiver comprises a low power radio frequency transceiver.
 25. The mobile phone of claim 15 wherein the interactive game is interrupted when the transceiver receives a call.
 26. The mobile phone of claim 25 wherein the interactive game is interrupted only for a transceiver receiving the call.
 27. The mobile phone of claim 15 wherein the controller sets up a game scenario by transmitting a game inquiry message; receiving responses by active units, reviewing the response and game data collected at the game server and establishing a game in accordance with the response and the game data from the game server.
 28. An interactive game system, comprising:
 - a network; and
 - a plurality of mobile phones coupled together through a game server located in the network, each of the mobile phones comprising a controller for processing user input and for controlling a display, the controller connecting the mobile phones through a network using a transceiver for playing an interactive game and transmitting game signals to the game server via the network.
 29. The interactive game system of claim 28 wherein the controller sets-up the interactive game.
 30. The interactive game system of claim 28 wherein the network is a local area network.
 31. The interactive game system of claim 28 wherein the network is a wide area network.
 32. The interactive game system of claim 28 wherein the network is the Internet.
 33. The interactive game system of claim 28 wherein the network is a public land mobile network.
 34. The interactive game system of claim 28 wherein the network is a public switched telephone network.
 35. The interactive game system of claim 28 wherein the network is a wireless network.
 36. The interactive game system of claim 28 wherein the mobile phones connect to the network through a base station.
 37. The interactive game system of claim 36 wherein the connection from the mobile phones to the network is made through the base station using a low power radio frequency connection.
 38. The interactive game system of claim 28 wherein the interactive game is interrupted when a mobile phone receives a call.
 39. The interactive game system of claim 38 wherein the interactive game is interrupted only for the mobile phone receiving the call.
 40. The interactive game system of claim 28 wherein at least two of the mobile phones are located in a single location, a first mobile phone in the single location communicating with a second mobile phone in the single location using the transceiver, the transceiver further comprising a low power RF transceiver.
 41. The interactive game system of claim 28 wherein a

first mobile phone sets up a game scenario by transmitting a game inquiry message that is received by at least a second mobile phone, wherein the at least second mobile phone transmitting a response, reviewing the response and game data collected at the game server and establishing a game in accordance with the response and the game data from the game server.

10

15

20

25

30

35

40

45

50

55

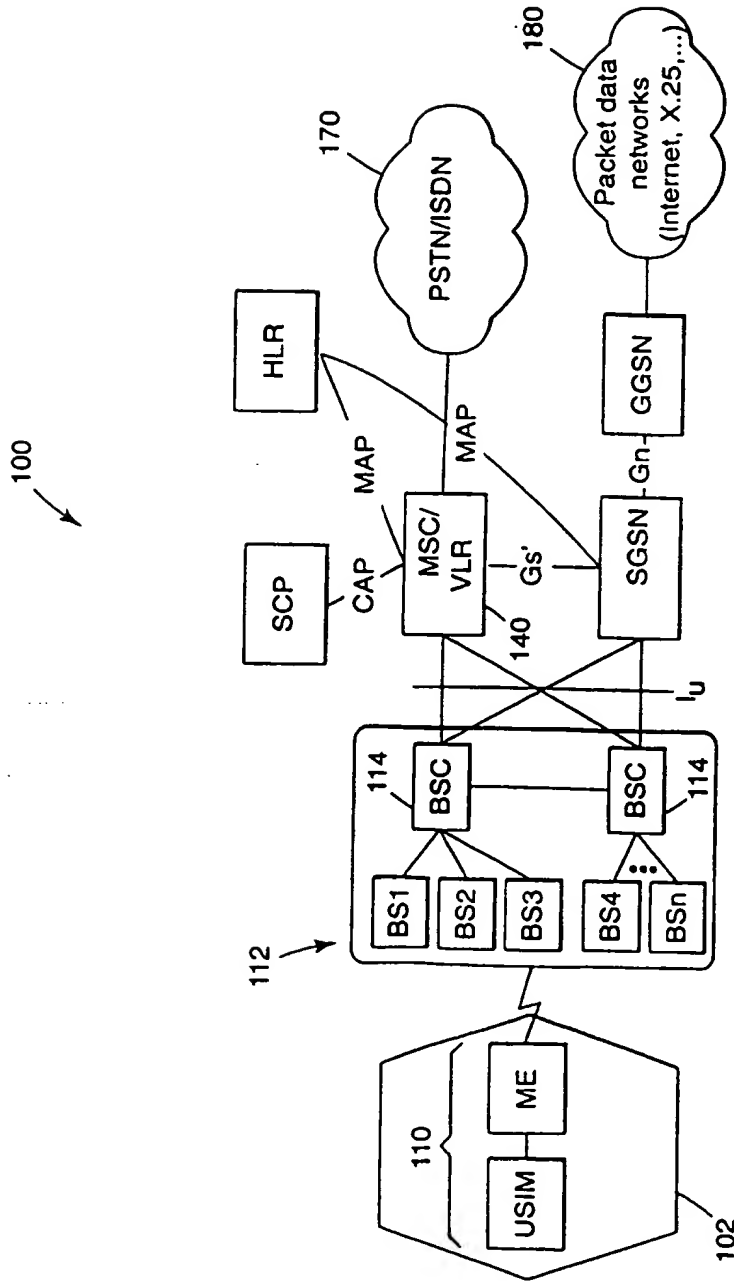


Fig. 1

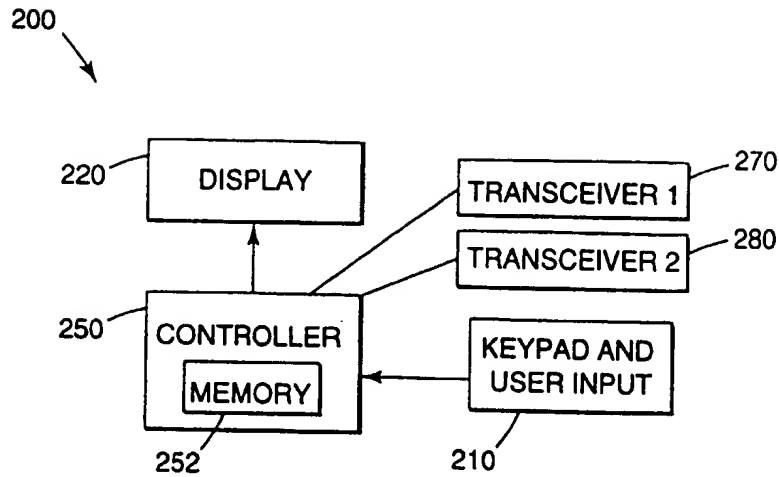


Fig. 2

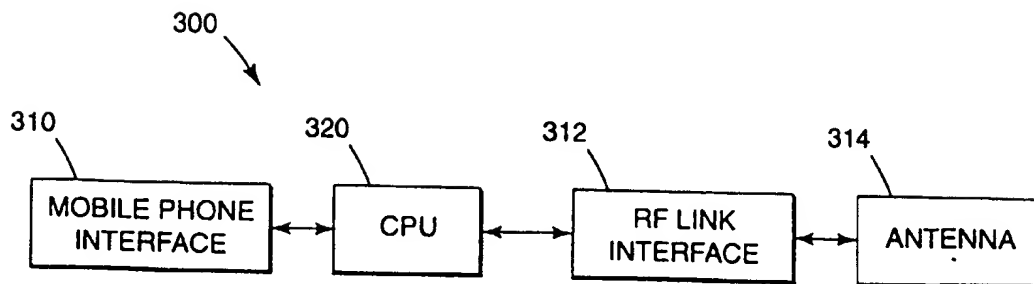


Fig. 3

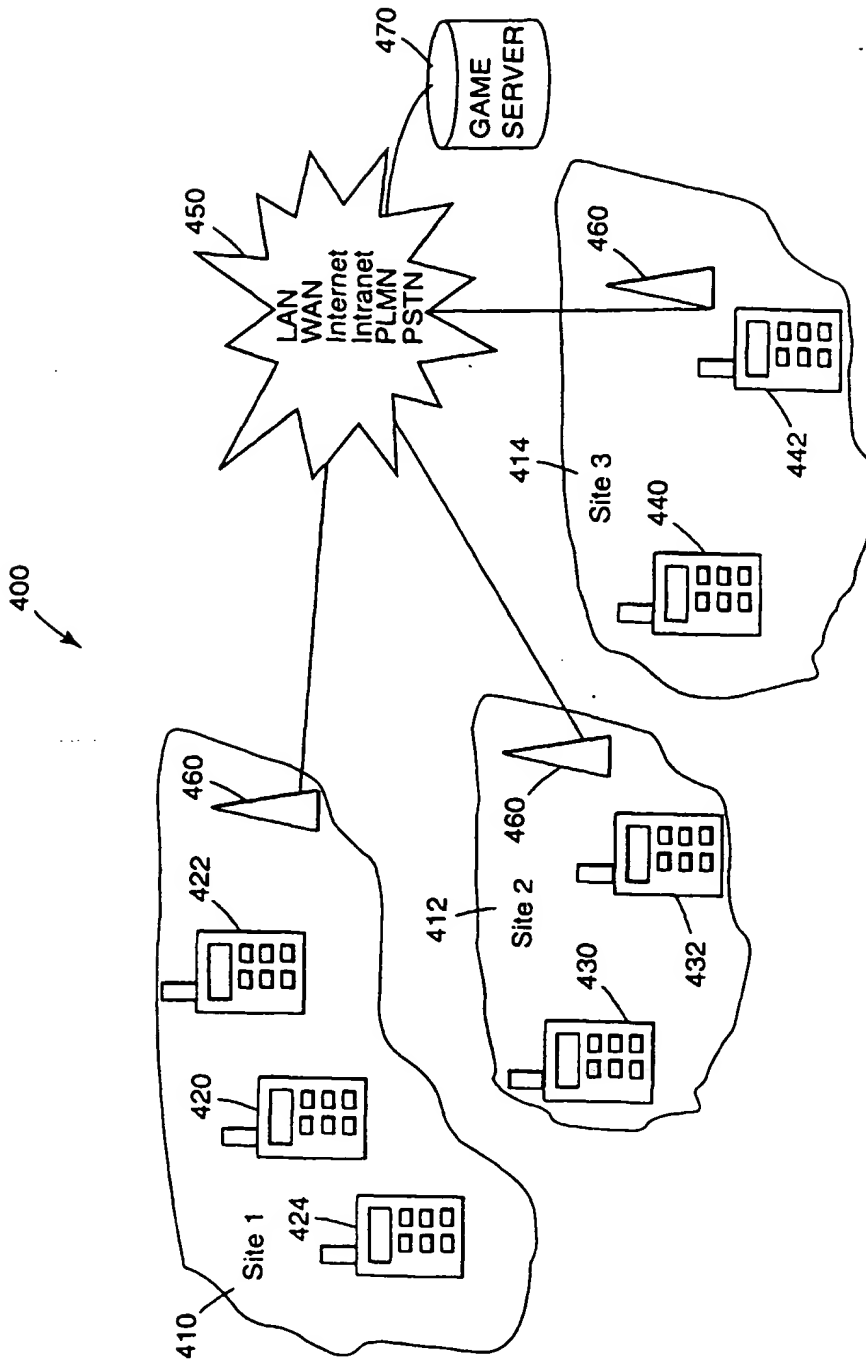


Fig. 4

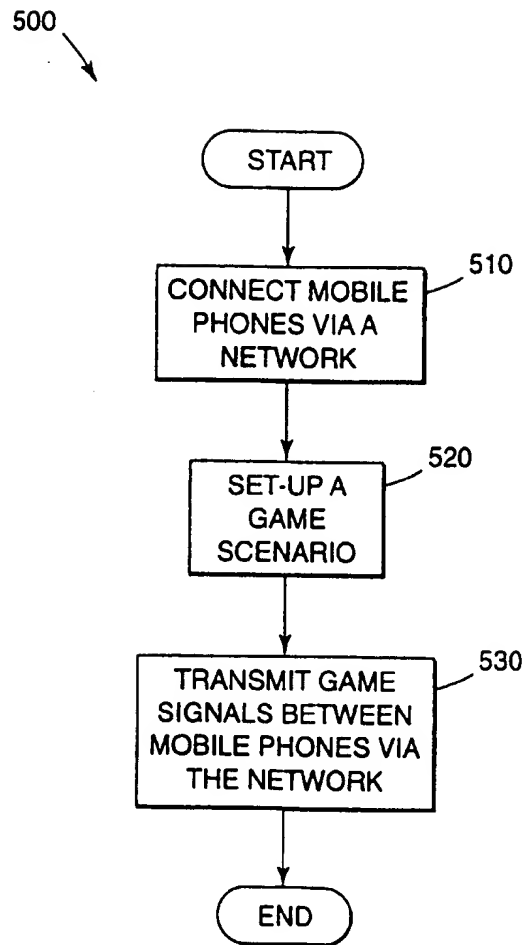


Fig. 5

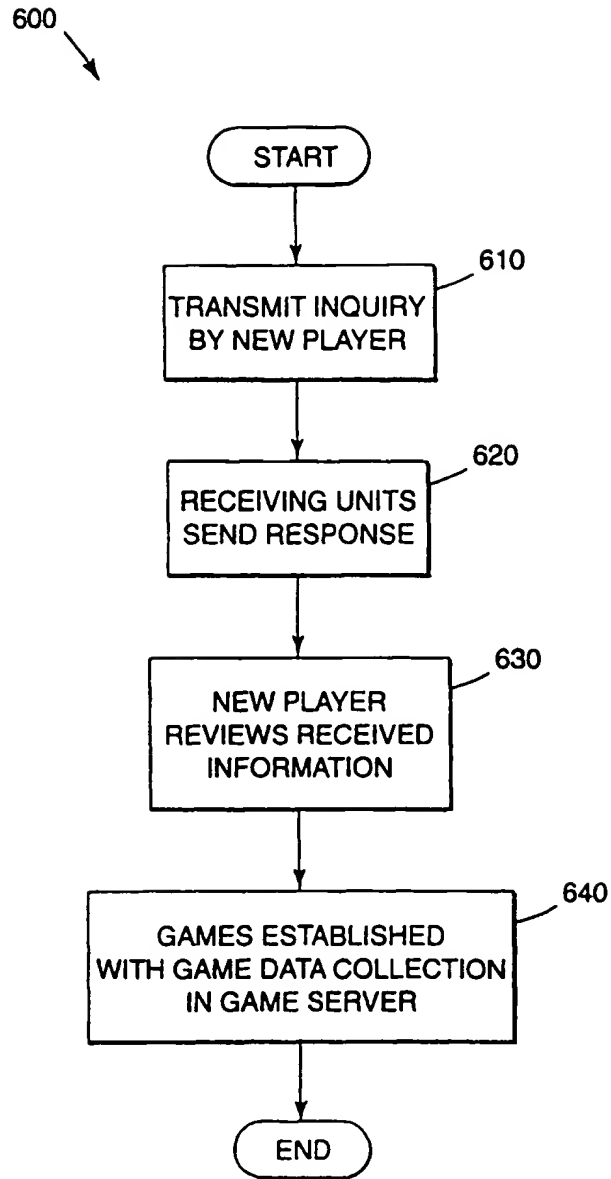


Fig. 6

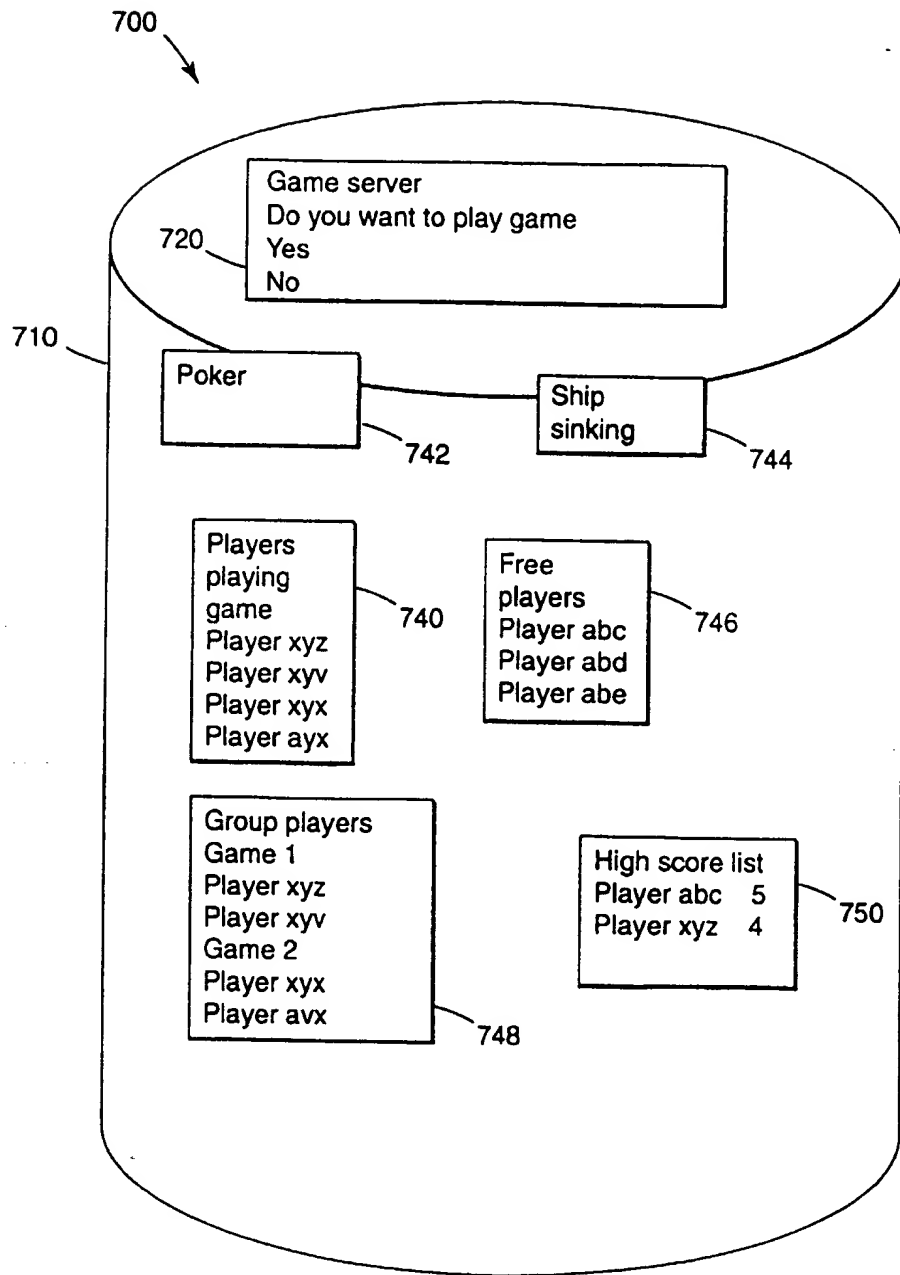


Fig. 7

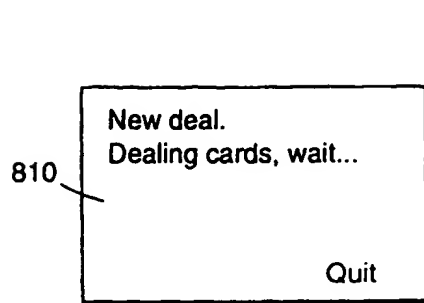


Fig. 8a

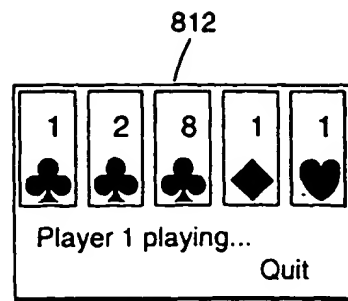


Fig. 8b

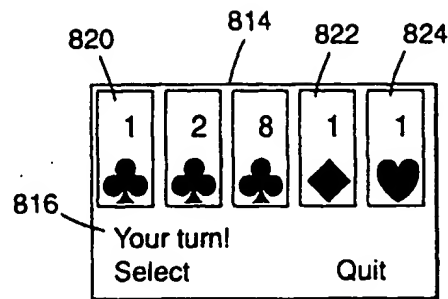


Fig. 8c

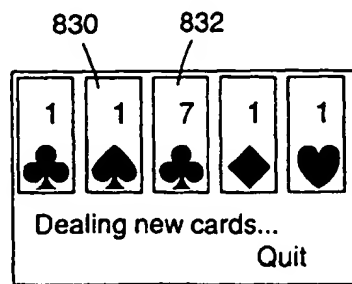


Fig. 8d



Fig. 8e

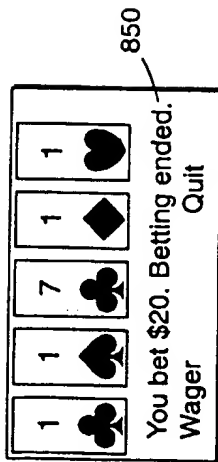


Fig. 8f

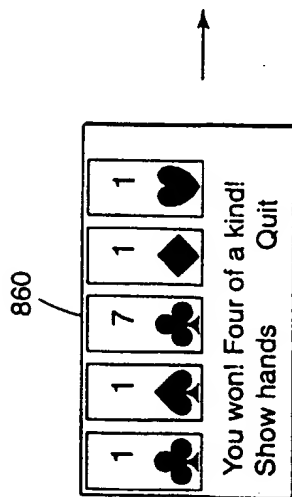


Fig. 8g

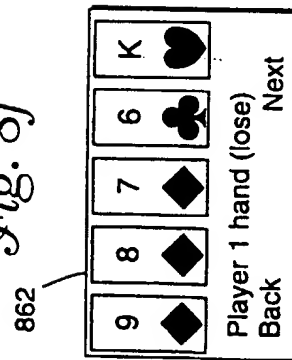


Fig. 8h

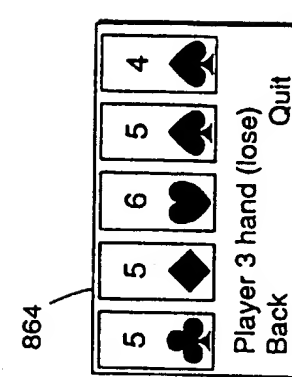


Fig. 8i

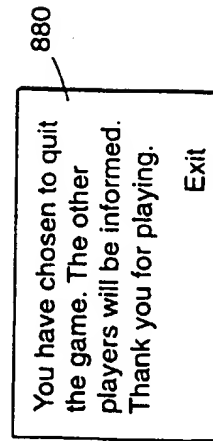


Fig. 8j

**This Page is Inserted by IFW Indexing and Scanning
Operations and is not part of the Official Record**

BEST AVAILABLE IMAGES

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images include but are not limited to the items checked:

- ☐ BLACK BORDERS
- ☐ IMAGE CUT OFF AT TOP, BOTTOM OR SIDES
- ☒ FADED TEXT OR DRAWING
- ☐ BLURRED OR ILLEGIBLE TEXT OR DRAWING
- ☐ SKEWED/SLANTED IMAGES
- ☐ COLOR OR BLACK AND WHITE PHOTOGRAPHS
- ☐ GRAY SCALE DOCUMENTS
- ☐ LINES OR MARKS ON ORIGINAL DOCUMENT
- ☐ REFERENCE(S) OR EXHIBIT(S) SUBMITTED ARE POOR QUALITY
- ☐ OTHER: _____

IMAGES ARE BEST AVAILABLE COPY.

As rescanning these documents will not correct the image problems checked, please do not report these problems to the IFW Image Problem Mailbox.

This Page Blank (uspto)